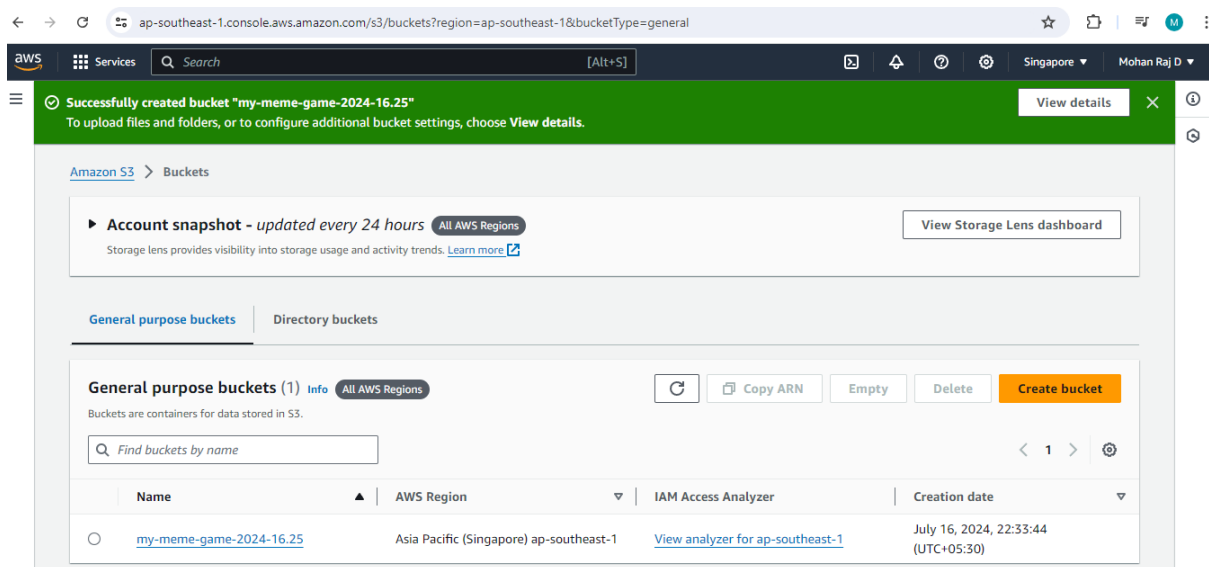
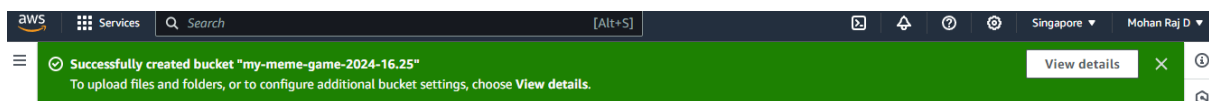


AWS Project: Build a Game with a Continuous Deployment Pipeline from GitHub to S3

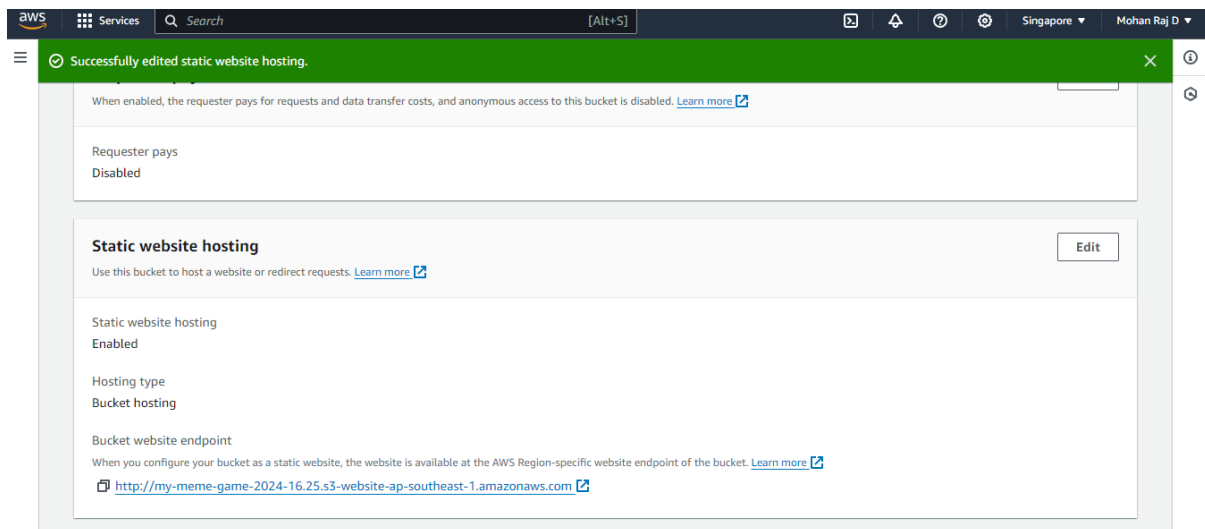
Step 1: Create an S3 Bucket by providing any unique name to the bucket de-select block public access select the check box of the warning and click on the Create S3 bucket



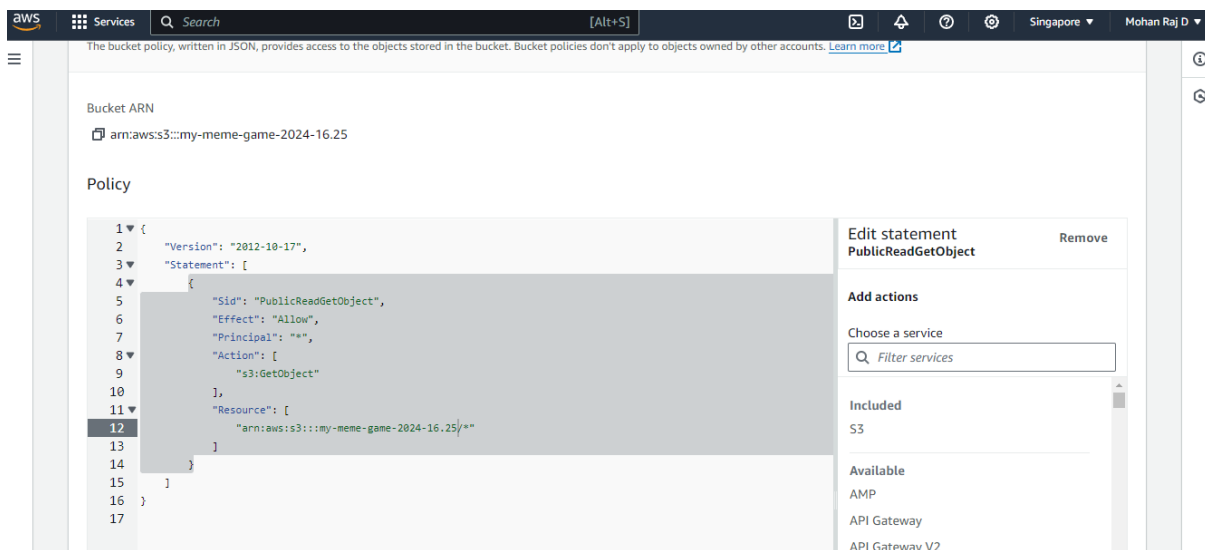
Step 2: Click on View details



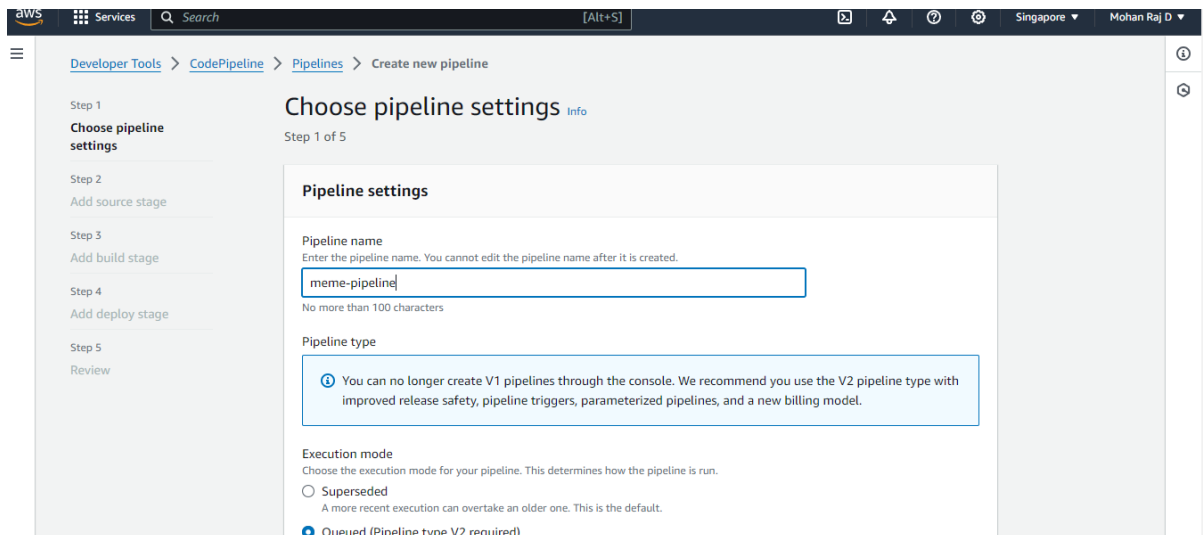
Step 3: Click on the properties scroll down at the bottom click on the static website and enable it



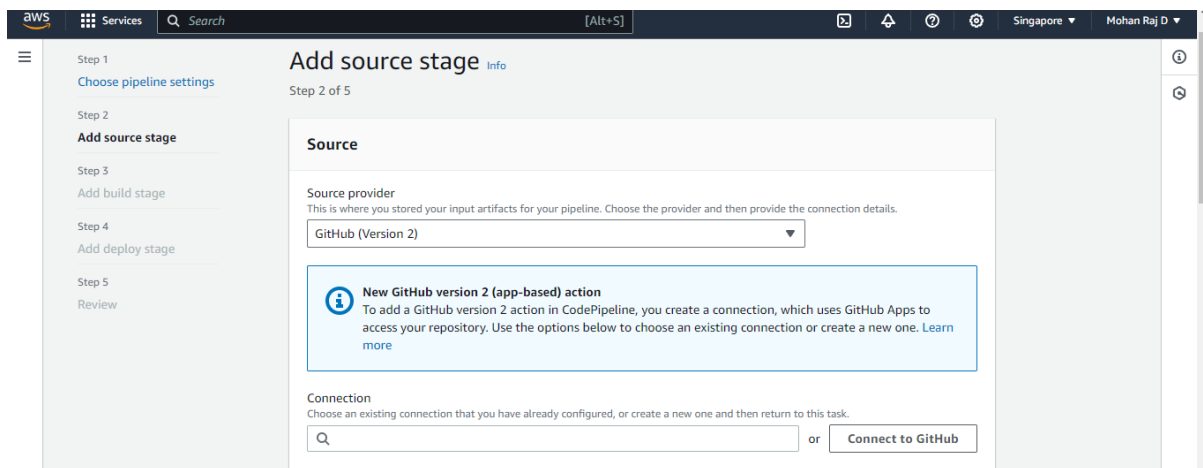
Step 4: Go to permissions click on the edit bucket policy add Json policy and add the bucket name that is created already to the resource. Click on save the policy.



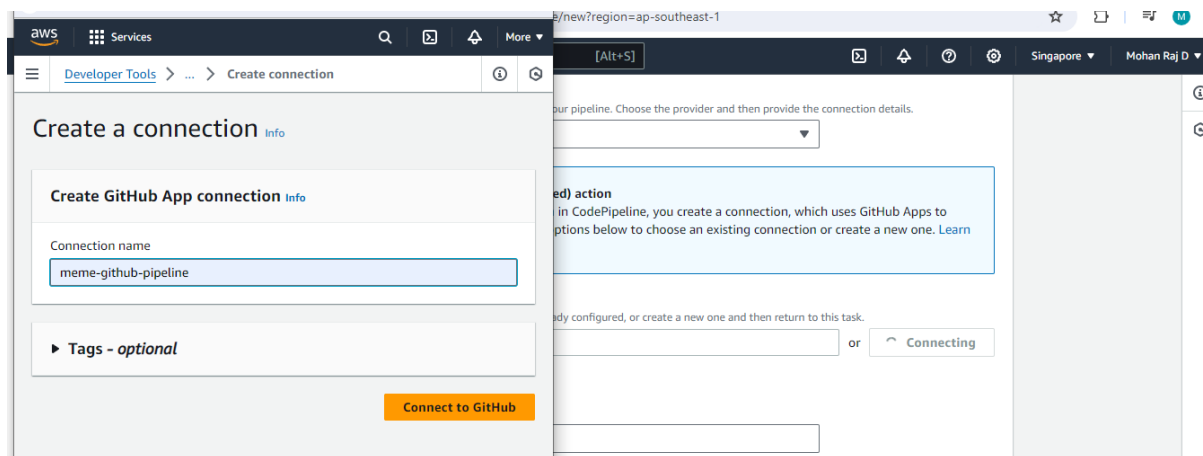
Step 5: Open the code pipeline and create a pipeline by adding the pipeline name as meme-pipeline, select v2 or v1, and select a new service role, The service role will be automatically added, and click on the next button.



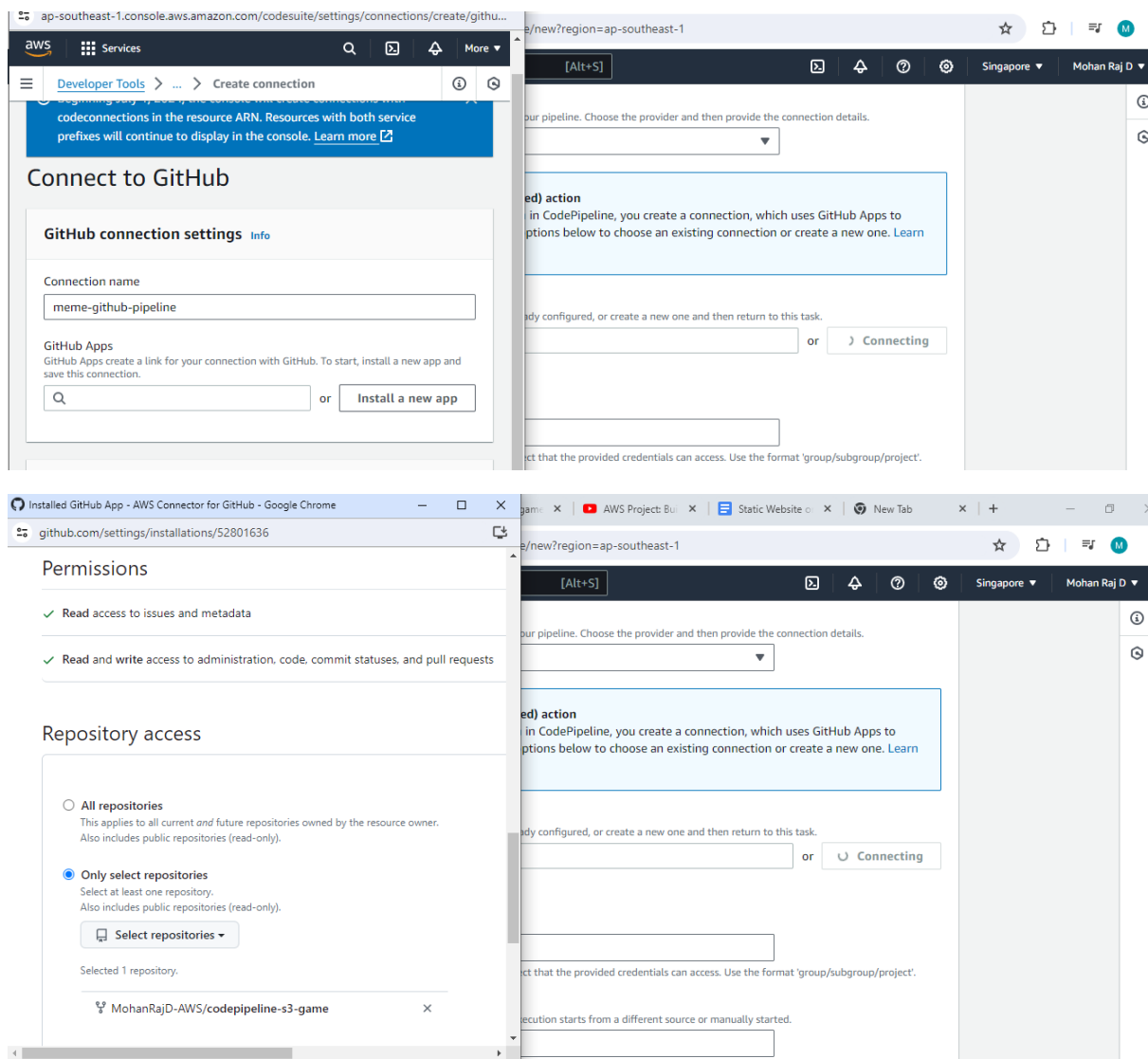
Step 6: Select Git Version2 from the drop-down, select Connect to GitHub



Step 7: Enter the connection name click on the connect to GitHub



Step 8: Click on the install or new app, it will navigate to the GitHub repository, scroll down and select only the check box select the code repository, and click on the save button



Step 9: Next page click on the connect button once successful connection it will be navigated to the Code pipeline page

ap-southeast-1.console.aws.amazon.com/codesuite/settings/connections/create/github...

aws Services 🔍 📄 🔔 More ▾

☰ Developer Tools > ... > Create connection ⓘ 🗨

Connect to GitHub

GitHub connection settings ⓘ

Connection name

GitHub Apps
GitHub Apps create a link for your connection with GitHub. To start, install a new app and save this connection.

✕ or

▶ **Tags - optional**

Step 10: Select repository from the drop-down and select main from the drop-down



Ready to connect

Your GitHub connection is ready for use.

Repository name

Choose a repository in your GitHub account.

Q MohanRajD-AWS/codepipeline-s3-game X

You can type or paste the group path to any project that the provided credentials can access. Use the format 'group/subgroup/project'.

Default branch

Default branch will be used only when pipeline execution starts from a different source or manually started.

Q main X

main

Choose the output artifact format.



CodePipeline default

AWS CodePipeline uses the default zip format for artifacts in the pipeline. Does not include Git metadata about the repository.



Full clone

AWS CodePipeline passes metadata about the repository that allows subsequent actions to do a full Git clone. Only supported for AWS CodeBuild actions.

Step 11: Select the No filter check box from the trigger and click on the next

Trigger

Trigger type

Choose the trigger type that starts your pipeline.



No filter

Starts your pipeline on any push and clones the HEAD.



Specify filter

Starts your pipeline on a specific filter and clones the exact commit. Pipeline type V2 is required.



Do not detect changes

Don't automatically trigger the pipeline.



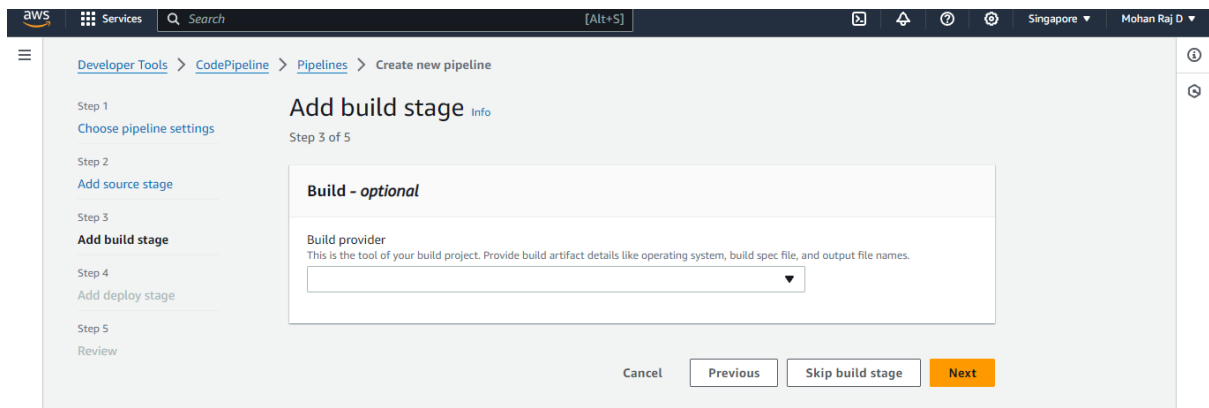
You can add additional sources and triggers by editing the pipeline after it is created.

Cancel

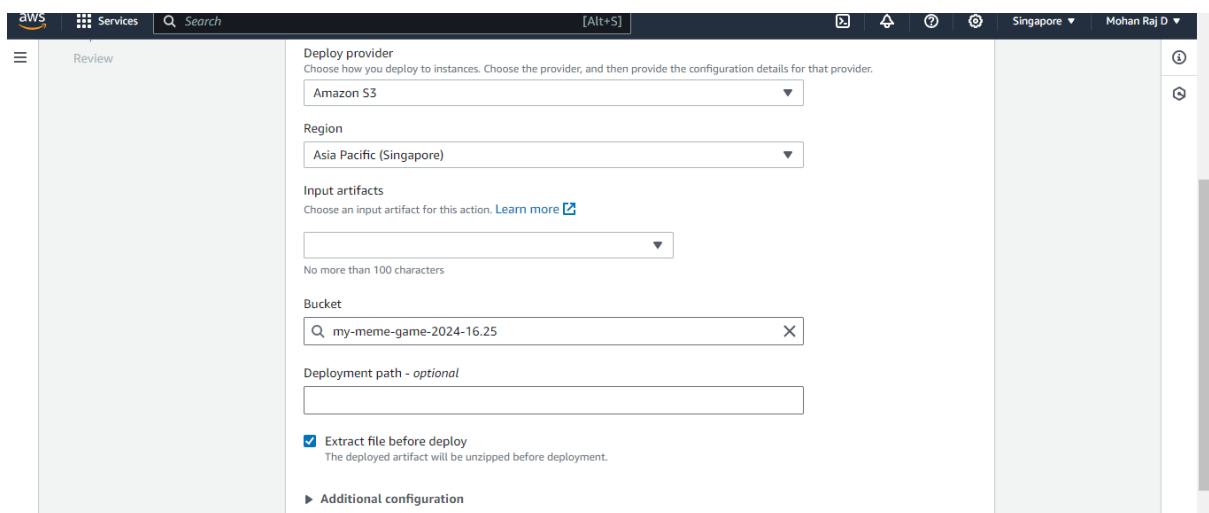
Previous

Next

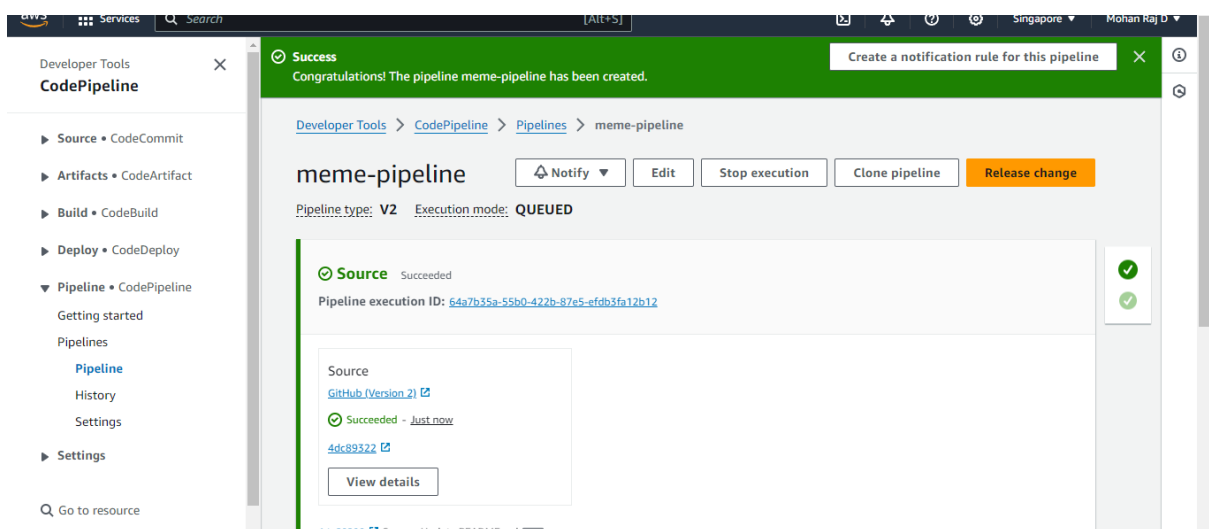
Steps 12: Click on the Skip build stage and click on the skip, in deploy drop down select S3



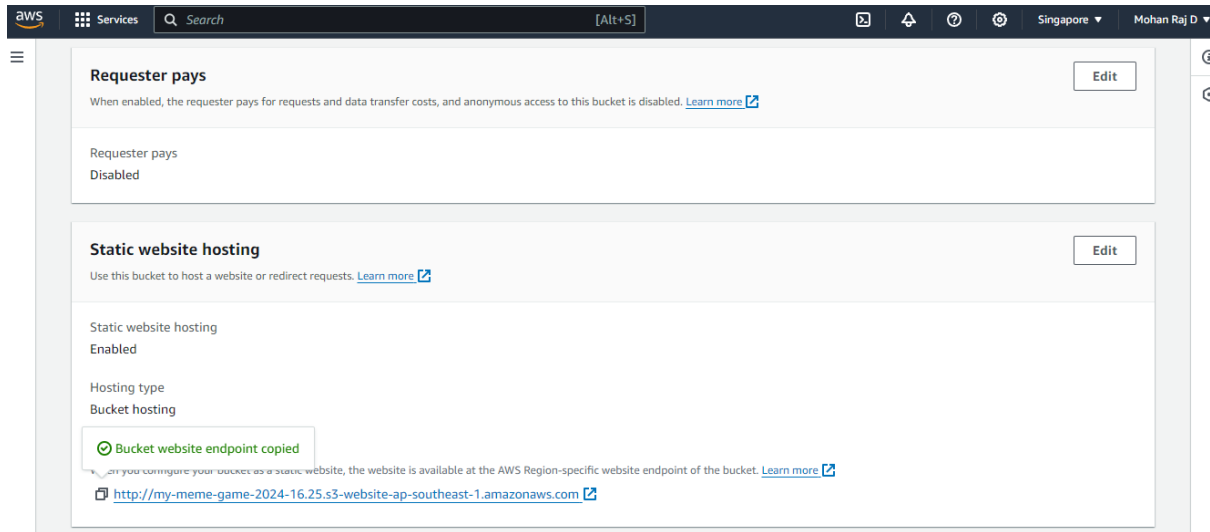
Steps 13: After Selecting S3, select bucket name select extract file check box click on the next, scroll down, and click on the create pipeline



Step 14: Codepipeline is created successfully



Step 15: Go to S3 bucket properties scroll down copy paste the static URL to the new tab



Step 16: Finally Game page will be opened and we can start playing the game

